

CS3620
Software Design and Architecture
Tutorial-1 - Strategy Design Pattern

Question:

You are developing a new “Rock Legends” game and need a configuration system for your players. The game has three different rock legend characters (The Edge, Jimi Page, and David Gilmour). Each character can play one of three different guitars (Gibson SG, Fender Stratocaster, or Gibson Les Paul). Each character can also perform a unique solo act (Smash the Guitar, Set the Guitar on Fire, Jump off the Stage).

Implement a player configuration system in Java using the Strategy design pattern. You should have separate classes for each of the components specified.

Below is a class (with main) to get you started:

```
public class RockLegends {  
    public static void main(String[] args) {  
        GameCharacter player1 = new GameCharacterEdge();  
        GameCharacter player2 = new GameCharacterPage();  
  
        player1.playGuitar();  
        player2.playGuitar();  
  
        player1.playSolo();  
        player2.playSolo();  
    }  
}
```